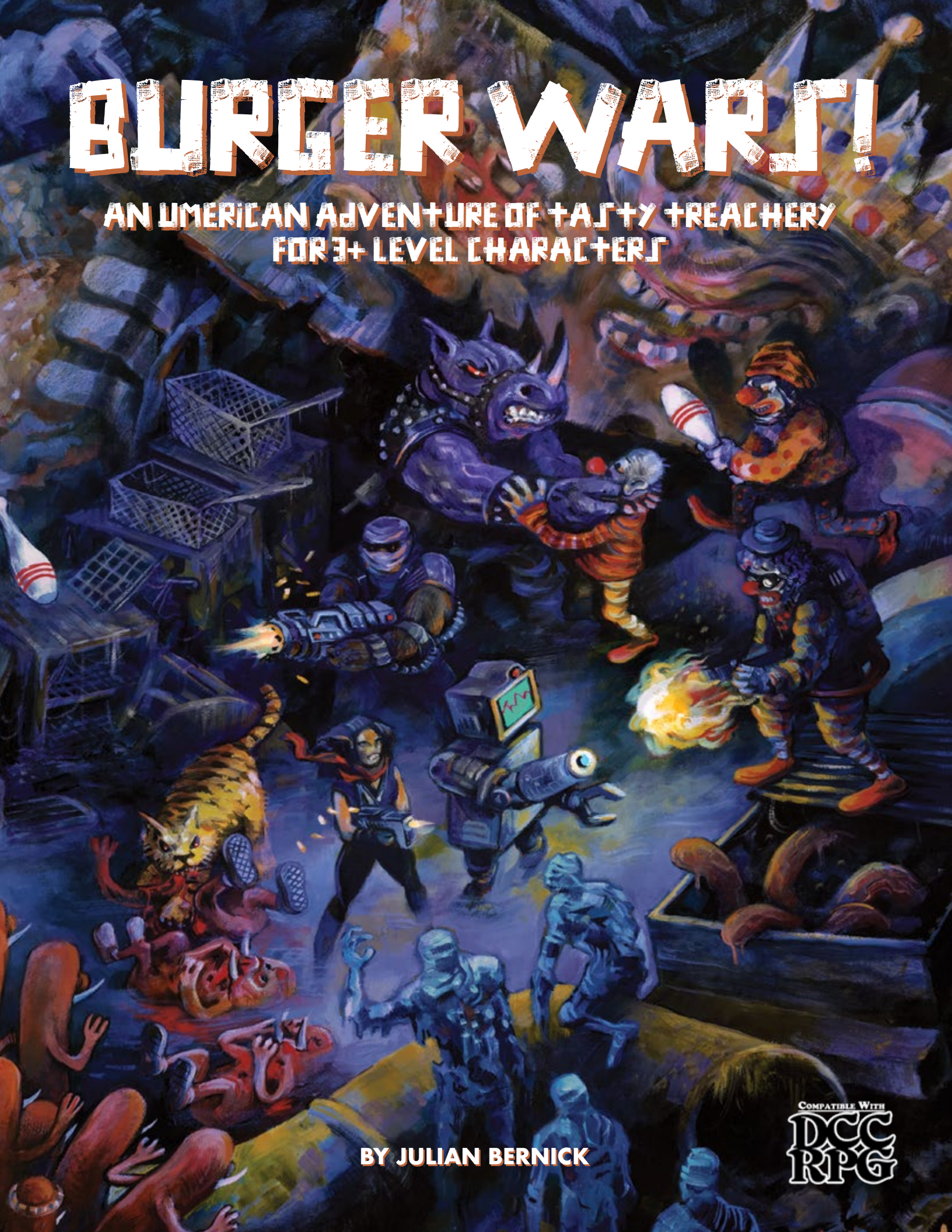


BURGER WARS!

AN AMERICAN ADVENTURE OF TASTY TREACHERY
FOR 3+ LEVEL CHARACTERS



BY JULIAN BERNICK

COMPATIBLE WITH
DCC
RPG



BURGER WAR!

**AN AMERICAN ADVENTURE OF TASTY TREACHERY
FOR 3+ LEVEL CHARACTERS**

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Gary Con 2018 *"The Gray started a barfight"*

Bruce Cunningham, Bjorn Nelson, Keith Nelson,
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Minneapolis DCC RPG Society May 2018

"We stole a duck so we had to steal a duckboat"

Rachel B., Clint Bohaty, Trevor Hartman,
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Origins 2018

"On the lookout for the secret herbs and spices"

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WHERE TO FIND US



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ABBREVIATION KEY

In the text of this book, several other books will be referenced via abbreviations. Here is the key to the abbreviations.

Dungeon Crawl Classics → DCC

American Survival Guide → USG

Twisted Menagerie Manual → TMM

Crawling Under a Broken Moon zine → CUaBM



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INTRODUCTION

INTRODUCTION

Welcome to Oniontown and the Burger Wars! This adventure is an open-ended sandbox in which the PCs can explore Oniontown, take assignments, ally themselves with one or more factions and even double- or triple-cross those factions. This adventure was written for 6-8 third level PCs. In playtest, they found it a formidable challenge and will likely need downtime and recovery periods between hostile exploration of the main locations. Taking its inspiration from films like *A Fistful of Dollars*, *Burger Wars* is meant to put the PCs in charge of their destinies and it is expected therefore to be a different experience for every group that plays it.

To this end, there is no linear progression beyond the first “setup” encounter. The PCs may decide to scout Oniontown, go right to Buddy HQ or one of the other factions, or drift aimlessly in the mostly abandoned city. Used in this fashion, it can provide many sessions of play, particularly if the PCs enjoy the intrigue and negotiation implied in the setting.

Please note that Oniontown is a huge place and the GM can fill in the mostly empty city with all kinds of other encounters, factions, NPCs, and wandering monsters, particularly if the PCs want to make the city a base of operations. The encounters and intrigues of *Umerican Burger Wars* are only the tip of the iceberg (lettuce)!

But for short-term play and one-shots, feel free to adapt any of the locations to a dungeon-crawl session. Any one of the main locations detailed herein ought to provide about the right amount of mayhem for a 3-5 hour convention game.

ONIONTOWN SETTING

Oniontown is meant to be what’s left of a large American city (now a destitute large Umerican city). For decades the Buddy O’Burger cult has been the dominant power of Oniontown, mostly due to their ability to conjure meaty meals by way of their clown-priests. Only recently has the hateful Salt Lich, the Dead Prince of Preservatives, laid a curse upon the Buddy cult that prevents them from creating food (including the spells *food of the gods* and *healing feast*). Sensing weakness, the Piggy King and his Piggy pal followers are

taking steps to undermine the Buddy cult and assert their own dominance over the town.

In addition, all of the major faction leaders are aware of a valuable stock of food in the highly secured Industrial Park A complex, but they have been frustrated in their efforts to enter the complex and claim the prizes therein. This will be a main reason that the Buddy cult or the Piggy King (or possibly both!) would hire the PCs, but how and if those parties honor any agreements with the PCs afterward is left to the GM’s discretion.

The Buddy O’Burger cult is the main power in the city when game play begins, but they are being challenged by other factions and who knows what else will emerge if a power vacuum is created? For now, the safest affiliation is with the Buddy O’Burger cult, whose adherents (The Beloved) are marked with a clown face brand on the palm of their right hand. This mark is checked any time someone claims to be a devotee of Buddy.

Why are there no other large factions in Oniontown? Primarily because most of the survivors have joined the Buddy cult or been transformed into Piggy pals. And since the Salt Lich has placed his curse on the Buddy priests, most other living creatures in Oniontown became... food.

Most of Oniontown has no electricity; only Buddy HQ and the Piggy Palace are exceptions to this rule. But old traffic lights, stop signs, mailboxes, and all other detritus of the late modern era linger on. Most valuable commodities were looted long ago, but the city was huge once and looters aren’t known to be that methodical—who knows what’s around the next corner?

If you like boats, the lake on the northern side of town has plenty of potential plot hooks, from freshwater monsters to lake pirates. In the other directions, miles and miles of once-suburban sprawl eventually give way to fallow, sometimes environmentally destroyed farmland. There are plenty of places to hide and plenty of places where new threats to the PCs are definitely hiding.





